LIST OF MATTEL'S TRIAL EXHIBITS ADMITTED INTO EVIDENCE

JUL 21 1982

MAGNAVOX v. MATTEL 80 C 4124

Judge George N. Leighton U. S. District Court

DX		Identification
DX-A1		INTELLIVISION Keyboard Component (phy)
DX-A2		Owner's Book, Keyboard Component
DX-A3		Brochure, "INTELLIVISION Intelligent Television"
DX-A4	DOCKETED Jul 27 1982	Brochure, "INTELLIVISION Intelligent Television" (small)
DX-A5	JUL 27 1002	Brochure, "The computer-based system etc."
DX-A6		Brochure, "INTELLIVISION Personal Computer Cassette Networks"
DX-A7		Advertisement, "Introducing INTELLIVISION"
DX-A8		Advertisement, "INTELLIVISION Update"
DX-B1		<pre>Keyboard Component - Basic Language Package (phy)</pre>
DX-B2		Manual, "Introduction to Basic" (phy)
DX-B3		Keyboard Cartridge - Basic (phy)
DX-B4		Keyboard Cassette - Basic (phy)
DX-C1		Keyboard French Cassette Package (phy)
DX-C2		Instruction Booklet, "Conversational French"
DX-C3		<pre>Keyboard Cassette - Conversational French (A) (phy)</pre>
DX-C4		<pre>Keyboard Cassette - Conversational French (B) (phy)</pre>
DX-D1		Keyboard Physical Conditiing Package (phy)
DX-D2		Instruction Booklet, "Physical Conditioning

nx x	Identification
DX-D3	Keyboard Cassette - Physical Con- ditioning (phy)
DX-E1	Television Master Component (phy)
DX-E2	Master Component (dis-assembled) (phy)
DX-E3	Photo - Master Component (exterior)
DX-E4	Photo - Master Component (interior)
DX-E5	Manual, Master Component
DX-E6	Brochure, "Master Component, Entertain- ment Cartridge Networks"
DX-E7	Advertisement, Master Component
DX-E8	Executive Program (PDX-42) (phy)
DX-E9	"Your Friend, The Exec" (PMX-41) (phy)
DX-E10	Enlarged - Mattel's Schematic - Logic Board Assembly #2609-9819 (PMDX-4) (phy)
DX-E11	Enlarged - G.I. STIC Block Diagram #D32024A (PGIDX-7) (phy)
DX-E12	Enlarged - Appendix B GROM Character Library #96-115 (phy)
DX-E13	Enlarged - Appendix B GROM Character Library #116-140 (phy)
DX-E14	Customer Procurement Specification AY-3-8900-1 STIC (PGIDX-2)
DX-E15	C.I Device Objective Specification AY-3-8900 STIC (PGIDX-4)
DX-E16	G.I AY-3-8900 STIC System Notes (PGIDX-5)
DX-E1.7	G.I Introduction to 8900 STIC II System (PGIDX-6)
DX-E18	G.I Customer Procurement Specification AY-3-8900 (PMDX-8)
DX-E19	G.I Customer Procurement Specification AY-3-8900-1 STIC (PMDX-9)

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mer die	DX	Identification
	DX-E20	G.I Programmable Sound Generator AY-3-8914 (PMDX-10)
	DX-E21	G.I AY-3-8915 Color Processor (PMDX-11)
	DX-E22	G.I RO-3-9502 Customer Procurement Specification (PMDX-12)
	DX-E23	G.I RO-3-9503 Cutomer Procurement Specification (PMDX-13)
	DX-E24	G.I Customer Procurement Specification RO-3-9504-1XX, 2XX (PMDX-14)
	DX-E25	G.I RO-3-9504-021 Customer Procurement Specification (PMDX-15)
	DX-E26	G.I STIC System RAM RA-3-9600 Customer Procurement Specification (PMDX-16)
	DX-E27	<pre>G.I Customer Procurement Specification CP-1610 (PMDX-17)</pre>
	DX-E28	G.I AY-3-8900 (PMDX-18)
	DX-E29	G.I Device Objective Specification AY-3-8900 STIC (PMDX-19)
	DX-E30	Technical Description of the Intellivision System - Revised 2/1/80 (PMDX-21)
	DX-E31	CP1600/1610 16-Bit Single-Chip Micro- Processor Data Manual (PMDX-35)
	DX-E32	Microprocessor Chip used in INTELLIVISION Physical
	DX-E33	Book of Harrower & Hightower Depositions
	DX-E34	Handcontroller
	DX-F1	Math Fun Cartridge Package
	DX-F2	Math Fun Instructions
	DX-G1	Word Fun Cartridge Package
	DX-G2	Word Fun Instructions
	DX-H1	Las Vegas Poker & Black Jack Cartridge Pkg.
	DX-H2	Las Vegas Poker & Black Jack Instructions
	DX-I1	Horse Racing Cartridge Package
	DX-12	Horse Racing Instructions

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DXJ1	Las Vegas Roulette Cartridge Package
DX-J2	Las Vegas Roulette Instructions
DX-KJ	Backgammen Cartridge Package
DX-K2	Backgammon Instructions
DX-r1	Checkers Cartridge Package
DX-L2	Checkers Instructions
DX-M1	Armor Battle Cartridge Package
DX-M2	Armor Battle Instructions
DX-N1	Sea Battle Cartridge Package
DX- <u>N</u> 2	Sea Battle Instructions
DX-01	Space Battle Cartridge Package
DX-02	Space Battle Instructions
DX-P1	Tripple Action Cartridge Package
DX-P2	Tripple Action Instructions
DX-Q1	Astrosmash Cartridge Package
DX-Q2	Astrosmash Instructions
DX-R1	Space Armada Cartridge Package
DX-R2	Space Armada Instructions
DX-S1	Space Hawk Cartridge Package
DX-S2	Space Hawk Instructions
DX-TJ.	Star Strike Cartridge Package
DX-T2	Star Strike Instructions
DX-U1	Auto Racing Cartridge Package
DX-U2	Auto Racing Instructions
DX-V1	Bowling Cartridge Package
DX-V2	Bowling Instructions

	Identification
DX-W1	Boxing Cartridge Package
DX-W2	Boxing Instructions
DX-X1	PGA Golf Cartridge Package
DX-X2	PGA Golf Instructions
DX-Y1	Skiing Cartridge Package
DX-Y2	Skiing Instructions
DX-AA1	Baseball Cartridge Package
DX-AA2	Baseball Instructions
DX-AA3	Baseball Cartridge
DX-AA4	Baseball Keyboard Pad
DX-AA5	Baseball Source Code Software Program
DX-AA6	Baseball Object Code Software Program
DX-AB1	Football Cartridge Package
DX-AB2	Football Instructions
DX-AB3	Football Cartridge
DX-AB4	Football Keyboard Pad
DX-AB5	Football Source Code Software Program
DX-AB6	Football Object Code Software Program
DX-AB7	Football Playbook
DX-AC1	NASL Soccer Cartridge Package
DX-AC2	NASL Soccer Instructions
DX-AC3	NASL Soccer Cartridge
DX-AC4	NASL Soccer Keyboard Pad
DX-AC5	NASL Soccer Source Code Software Program
DX-AC6	NASL Soccer Object Code Software Program

Agentification	Identification
DX-AD1	NHL Hockey Cartridge Package
DX-AD2	NHL Hockey Instructions
DX-AD3	NHL Hockey Cartridge
DX-AD4	NHL Hockey Keyboard Pad
DX-AD5	NHL Hockey Source Code Software Program
DX-AD6	NHL Hockey Object Code Software Program
DX-AE1	Basketball Cartridge Package
DX-AE2	Basketball Instructions
DX-AE3	Basketball Cartridge
DX-AE4	Basketball Keyboard Pad
DX-AE5	Basketball Source Code Software Program
DX-AE6	Basketball Object Code Software Program
DX-AF1	Tennis Cartridge Package
DX-AF2	Tennis Instructions
DX-AF3	Tennis Cartridge
DX-AF4	Tennis Keyboard Pad
DX-AF5	Tennis Source Code Software Program
DX-AF6	Tennis Object Code Software Program
DX-AG1	Demo Tape of Football, Baseball, Basketball Armor Battle and Backgammon
DX-AG2	Demo Tape of Tennis, Bowling, Sea Battle, Horse Racing and Snafu
DX-AG3	Demo Tape of Snafu Continued, Tripple Action, Space Armada and Astrosmash
DX-AG4	Demo Tape of Auto Racing, PGA Golf, Soccer, Checkers, Space Battle, Skiing and Boxing
DX-AG5	Demo Tape of Space Battle, Poker, Black- jack, Checkers, Skiing, Boxing

	Identification
DX-AH1	Illustration - Two Major Functions
DX-AH2	Enlarged Chart - Source of Information Game Play Processor
DX-AH3	Enlarged Chart - Outputs - Game Play Processor
DX-AH4	Enlarged Chart - Source of Information Display Processor
DX-AH5	Enlarged Chart - Outputs - Display Processor
DX-AH6	Enlarged Illustration - Two Displays
DX-AH7	Enlarged Illustration - Mattel's Animated Complex Objects
DX-AH8	Hand-held Running Animation Sequence
DX-AH9	Enlarged Illustration - Raster Scan Timing
DX-AH10	Enlarged Illustration - Page 2-2 (redrawn) "Your Friend, The Exec" (PMX-42)
DX-AH11	Enlarged Illustration - Control RAM
DX-AH12	Enlarged Chart - Function of STIC
DX-AH13	STIC Chip (Phy)
DX-AH14	Overlay of ball symbol
DX-AH15	Tennis player symbols
DX-AJ1	Dr. Daniel L. Slotnick Qualifications
DX-AK	'480 Baer Patent
DX-AL	'507 Rusch Patent (MDX-38)
DX-AM1	Prosecution History of '284 Rusch Patent
DX-AM2	Prosecution History of '507 Rusch Patent
	Claim 25 of patent in suit
DX-AM3 DX-AN	Portions of Prior Trial Testimony - Designated by Mattel

	auditification
DX-AO1	Enlarged Drawings - '507 Rusch Patent (Sheet 1)
DX-AO2	Enlarged Drawings - '507 Rusch Patent (Sheet 2)
DX-AO3	Enlarged Drawings - '507 Rusch Patent (Sheet 3)
DX_AO4	Enlarged Drawings - '507 Rusch Patent (Sheet 4)
DX-AO5	Enlarged Drawings - '507 Rusch Patent (Sheet 6)
DX-AO6	Enlarged Drawings - '507 Rusch Patent (Sheet 7)
DX-AO7	Enlarged Drawings - '507 Rusch Patent (Sheet 8)
DX-A08	Enlarged Drawings - '507 Rusch Patent (Sheet 9)
DX-AO9	Enlarged Drawings - '507 Rusch Patent (Sheet 10)
DX-AP1	Portions of Rusch Deposition - Designated by Mattel
DX-AP2	Document - Handwritten memo of Ralph Baer relating to conception (MDX-19)
DX-AP3	Harrison notebook - ECM 373 (MDX-20)
DX-AP4	Harrison - 4555 (MDX-21)
DX-AP5	Harrison File - NFGAA TVG (MDX-22)
DX-AP6	Round Spot TVG - TV Game Data (MDX-23)
DX-AP7	Notebook copy - 4224 William T. Rusch (MDX-24)
2D0	Engineering Notebook copy - 4958 (MDX-25)
DX-AP8 DX-AP9	Notebook Copy - 5021 William T. Rusch (MDX-26)
	Document MKN - William T. Rusch (MDX-27)
DX-AP11	Physical Exhibit, prior deposition Exhibit 27-1, 2, 3, 4, 5, Prior PX 74B. Transcript of audio demonstration tape used in connection with MDX-29 (MDX-36)

DX-AP12	File labeled "TVG Data PKG" Prior Deposition Exhibit 20-1 through 20-107, Prior PX 73. Relates to 1969 to 1970 apparatus (MDX-37)
DX-AQ1	Enlarged Circuit Diagram - Category l (pg. 23-119)
DX-AQ2	Enlarged Circuit Diagram - Category 2 (pg. 23-120)
DX-AQ3(a)	Enlarged Circuit Diagram - Category (pg. 9-125)
DX-AQ3(b)	Enlarged Circuit Diagram - Category 3 (pg. 9-118)
DX-AQ4	Poster of Circuit Diagrams - Category 4 (pg. 9-187 to 195)
DX-AQ5	Enlarged Circuit Diagram - Category 5 (pg. 23-194)
DX-AQ6	Enlarged Circuit Diagram - Category 6 (pg. 9-252)
DX-AQ7	Enlarged Circuit Diagram - Category 7 (pg. 23-197)
DX-AQ8	Enlarged Circuit Diagram - Category 8 (pg. 9-261)
DX-AQ9	Enlarged Circuit Diagram - Category 9 (pg. 9-270)
DX-AQ10	Enlarged Circuit Diagram - Category 10 (pg. 9-264)
DX-AQ11	Enlarged Circuit Diagram - Category 11 (pg. 2-290)
DX-AQ12	Enlarged Circuit Diagram - Category 12 (pg. 23-226)
DX-AQ13	Enlarged Circuit Diagram - Category 13 (pg. 9-281)
DX-AQ14	Enlarged Circuit Diagram - Category 14 (pg. 9-291)
DX-AR1	Physical Exhibit - Electronic Chassis #1 (pg. 28)
DX-AR2	Photos of DX-AR1

DX-AR3	Physical Exhibit - Electronic Chassis #2 (MDX 29)
DX-AR4	Photos of DX-AR3
DX-AR5	Physical Exhibit - Electronic Chassis #3 (MDX 30)
DX-AR6	Photos of DX-AR5
DX-AR7	Physical Exhibit - Electronic Chassis #4 (MDX 31)
DX-AR8	Photos of DX-AR7
DX-AR9	Physical Exhibit - Electronic Chassis #5 (MDX 32)
DX-AR10	Photos of DX-AR9
DX-AR11	Physical Exhibit - Electronic Chassis#6 (MDX 33)
DX-AR12	Photos of DX-AR11
DX-AR13	Physical Exhibit - Electronic Chassis (MDX 34)
DX-AR14	Photos of DX-AR13
DX-AR15	Physical Exhibit - Electronic Chassis "d/dt Accessory" (MDX 35)
DX-AR16	Photos of DX-AR15
DX-AS	Prior Art Submitted by Mattel
DX-AT1	Portions of Russell & Kotok Depositions
DX-AT2	Photograph of PDP-1 Computer and Type 30 Display at The Digital Computer Museum (MDX 97)
DX-AT3	Close-up Photograph of Control Panel and Paper Tape Handler of PDP-l Computer at the Digital Computer Museum
DX-AT4	Photograph of "Central Processor Logic Layout" Poster on PDP-1 Computer at The Digital Computer Museum.

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DX-AT5	Photo of part of roster on the PDP-1 Computer at The Digital Computer Museum regarding computer specifications
DX-AT6	Russell Deposition Exh. 5 Source Paper Tape, Space War 3.1 (1962) (phy)
DX-AT7	Russell DX-6 - Source Tape Space War 3.1 (1962) (phy)
DX-AT8	Russell DX-7 - Source Tape Space War 3.1 (1962) (phy)
DX-AT9	Russell DX-8 - Source Tape Space War 3.1 (1962) (phy)
DX-AT10	Russell DX-9 - Computer Printout-Space War 3.1
DX-AT11	Russell DX-12 - Binary Paper Tape Space War 3.1 (1962) (phy)
DX-AT12	Space War 8 mm film (MDX 94 & 95)(phy)
DX-AT13	Video Tape of Space War (MDX 96) (phy)
DX~AT14	Space War Article - <u>Galaxy Magazine</u> (August, 1963) cover, title page, and page 4
DX-AT15	PDP-1 Manual (1962) - Russell DX-36
DX-AU1	Selected Portions of Cooke deposition - RCA Pool Game
DX-AU2	Photo of Display of RCA Pool Game
DX-AU3	Video Tape of RCA Pool Game (DX-9) (copy of 16 mm film) (phy)
DX-AU4	RCA Manuals for Spectra 70 Computers
DX-AV1	Portions of Depositions Re CC-30
DX-AV2	Photo of CC-30 Display Controller (MDX-45-1)
DX-AV3	Photo of CC-300 TV Receiver and CC-303 Keyboard
DX-AV4	Photo - CC-301 Display Controller S.N. 101 - 2nd view - August 19, 1967 (MDX-55)
DX-AV5	Photo - CC-301 Display Controller S.N. 101 - 1st view - August 19, 1967 (MDX-54)

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	Identification
DX-AV6	Photo of CC-30 (TV Receiver and Key-board) (MDX-52)
DX-AV7	Photo of ROCHE Emblem using CC-30 - February 13, 1968 (MDX-57)
DX-AV8	Photo-TV Device with Graph Display (CC-30) (MDX-53)
DX-AV9	Advertisement, CC-30 Communications Station", February, 1967 (MDX-59)
DX-AV10	Advertisement for CC-30 with 2 photos (MDX-60)
DX-AV11	Johnson Patent 3,528,068 (MDX-47) (In DX-AS)
DX-AV12	Enlarged Drawing '068 Johnson Patent (Sheet 1)
DX-AV13	Enlarged Drawing '068 Johnson Patent (Sheet 2)
DX-AV14	Enlarged Drawing - Block Diagram CC-301, #32211-000
DX-AV15	Manuals & Drawings for CC-30 (MDX 41, 42 and 62)
DX-AV16	Binder - Octopus Console Display Comp. Comm., Inc. Information (Re CC-30) (MDX-43)
DX-AV17	CCI Drawing of printed circuit board for CC-300 TV receiver SD3C0061A (MDX-73)
DX-AV18	3 Price Lists of CCI (4/10/67; 7/1/67; 10/10/67) (MDX-72)
	PDP-6 Console Display Drawings (MDX-44)
DX-AV19 DX-AV20	Set of Drawings for CC-7011 Interface for CC-30 to IBM 1130 computer (MDX-70)
DV-WA 50	
DX-AV21	Collection of Schematic/Logic Diagrams of CCI (MDX-61)

	Identification
DX-AV22	IBM 1130 System Summary
DX-AV23	CC-30 (phy)
DX-AW1	Patent 3,396,377 Strout (In DX-AS)
DX-AW2	Enlarged Drawings - '377 Strout (Sheet 1)
DX-AW3	Enlarged Drawings - '377 Strout (Sheet 2)
DX-AW4	Enlarged Drawings - '377 Strout (Sheet 3)
DX-AX1	Patent 3,135,815 - Spiegel (In DX-AS)
DX-AX2	Enlarged Drawings - '815 Spiegel (Sheet 3)
DX-AY	Noyce, "Making Integrated Electronics Technology Work." <u>IEEE Spectrum</u> , (May 1968) pp. 63-68. (In DX-AS)
DX-AZ	Hobbs, "Present and Future State-of- the-Art in Computer Memories" IEEE Trans. on Electr. Computers (Aug. 1966) pp. 534-440 (In DX-AS)
DX-BA1	Selected Portions - Etlinger Deposition
DX-BB30	Patent Disclosure Sheet - TV Gaming Device New System (MDX-74)
DX-BB31	Abstract of Disclosure of Television Gaming Apparatus and Method (MDX-75)
DX-BB32	Drawings by Richard I. Seligman (MDX-76)
DX-BB33	Circuit Diagrams (MDX-77A)
DX-BB34	Circuit Diagram (MDX-78)
DX-BB35	Sanders Memo from Mr. Seligman (2/12/69) (MDX-79)
DX-BB36	Oath, Power of Attorney and Petition (MDX-80)
DX-BB37	Oath, Power of Attorney and Petition (MDX-81)
DX-BB38	Television Gaming Apparatus and Method (MDX-82)

Identification

DX-BB39 Sanders D - 2580 patent application

file for patent-in-suit (MDX-124)

DX-BC Deposition Transcript - Robert T.

Mayer & Briody

DX-BD Mayer letter of Goldman with "Standard

License Agreement" (2/14/80) (MDX-92)

DX-BE Fairchild Agreement - Effective 1/1/76

(MDX-93)

DX-BF Statement of Agreed Facts - pending

suit

Chart Drawing by Dr. Slotnick - Prior DX-BG

Art Teachings

Chart Drawing by Dr. Slotnick - INTELLIVISION Use of Prior Art DX-BH

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